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DUKE NUKEM ZERO HOUR

Game by



3D
REALMS



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COMMAND SUMMARY:

MENU SYSTEM

Move Up	Control Pad Up OR Control Stick Up
Move Down	Control Pad Down OR Control Stick Down
Select Item	A OR START
Return to Previous Screen	B
Decrease Value	Control Pad Left OR Control Stick Left
Increase Value	Control Pad Right OR Control Stick Right

IN GAME: "DUKE" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Up D Button
Move Back	Down C Button
Move Left	Left C Button
Move Right	Right C Button
Look Up	Control Stick Down
Look Down	Control Stick Up
Jump	R Button
Fire	Z Button
Open	B Button
Select Weapon	A + Control Stick Left/Right OR Control Pad Left/Right
Select Inventory Item	A + Control Stick Up/Down OR Control Pad Up/Down
Use Inventory Item	A + Z OR L Button

"ATOMIC" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Control Pad Up
Move Back	Control Pad Down
Move Left	Control Pad Left
Move Right	Control Pad Right
Look Up	Control Stick Down
Look Down	Control Stick Up
Jump	L Button
Fire	Z Button
Open	B Button
Select Weapon	A + Control Stick Left/Right
Select Inventory Item	A + Control Stick Up/Down
Use Inventory Item	A + Z OR R Button

"SHAKEN" MODE

ACTION	BUTTON
Turn Left/Right	Control Stick Left/Right
Move Forward	Control Stick Up
Move Back	Control Stick Down
Move Left	Left C Button
Move Right	Right C Button
Look Up	Down C Button
Look Down	Up C Button
Jump	R Button
Fire	Z Button
Open	B Button
Select Weapon	A + Control Stick Left/Right OR Control Pad Left/Right
Select Inventory Item	A + Control Stick Up/Down OR Control Pad Up/Down
Use Inventory Item	A + Z OR L Button

"STIRRED" MODE

ACTION

Turn Left/Right
Move Forward
Move Back
Move Left
Move Right
Look Up
Look Down
Jump
Fire
Open
Select Weapon
Select Inventory Item
Use Inventory Item

BUTTON

Control Stick Left/Right
Control Stick Up
Control Stick Down
Control Pad Left
Control Pad Right
Control Pad Down
Control Pad Up
L Button
Z Button
B Button
A + Control Stick Left/Right
A + Control Stick Up/Down
A + Z OR L Button

"NUKE" MODE

ACTION

Turn Left/Right
Move Forward
Move Back
Move Left
Move Right
Look Up
Look Down
Jump
Fire
Open
Select Weapon
Select Inventory Item
Use Inventory Item

BUTTON

Control Stick Left/Right
Up C Button
Down C Button
Left C Button
Right C Button
Control Stick Down
Control Stick Up
R Button
Z Button
B Button
A Button/Control Pad Left
Control Pad Down/Control Pad Up
L Button

"NITRO" MODE

ACTION

Turn Left/Right
Move Forward
Move Back
Move Left
Move Right
Look Up
Look Down
Jump
Fire
Open
Select Weapon
Select Inventory Item
Use Inventory Item

BUTTON

Control Stick Left/Right
Control Pad Up
Control Pad Down
Control Pad Left
Control Pad Right
Control Stick Down
Control Stick Up
L Button
Z Button
B Button
A/Left C Button
Down C Button/Up C Button
R Button

"GOLDEN" MODE

ACTION

Turn Left/Right
Move Forward
Move Back
Move Left
Move Right
Look Up
Look Down
Jump
Fire
Open
Select Weapon
Select Inventory Item
Use Inventory Item

BUTTON

Control Stick Left/Right
Control Stick Up
Control Stick Down
Left C Button
Right C Button
Down C Button
Up C Button
R Button
Z Button
B Button
A Button/Control Pad Left
Control Pad Down/Control Pad Up
L Button

"DIAMOND" MODE

ACTION

Turn Left/Right

Move Forward

Move Back

Move Left

Move Right

Look Up

Look Down

Jump

Fire

Open

Select Weapon

Select Inventory Item

Use Inventory Item

BUTTON

Control Stick Left/Right

Control Stick Up

Control Stick Down

Control Pad Left

Control Pad Right

Control Pad Down

Control Pad Up

L Button

Z Button

B Button

A Button/Left C Button

Down C Button/Up C Button

R Button

THE STORY SO FAR...

After single-handedly defeating the original Alien invasion of the planet Earth, Duke Nukem was looking forward to a little R&R. But the Alien scum are still determined to destroy humanity and have launched another attack, this time aimed at New York. As the police and army are driven back, the Generals call for Duke Nukem to save the world again. But do the Aliens have more planned than a simple invasion? Only Duke can find out.

Zero Hour begins with Duke in a top-secret military base. Here you can practice using the control system, test your speed over an assault course, and familiarize yourself with several weapons on the firing range. But don't spend too much time here -- a helicopter is waiting to carry Duke into battle with the alien scum.

MAIN MENU & GAME OPTIONS

When you start Duke Nukem Zero Hour, you can choose to start a new game, load a previous game, or access the options menu to change the game settings. You can use the Control Stick or Control Pad Buttons to highlight your choice, and select it using the A or Start.

START GAME

You can choose to start either a new single player or multi-player game.

SINGLE PLAYER GAMES

After selecting a single player game, you can choose a difficulty level. There are three different difficulty levels to choose from:

Normal - The default setting. The enemies move and fire at a normal rate, and your weapons have standard levels of auto-aiming.

Hard - For expert players only. The enemies are harder to kill, do more damage than normal and fire more quickly. Auto-aim is reduced.

Once you've made your selection, the game will start.

MULTIPLAYER GAMES

MULTIPLAYER OPTIONS

After choosing a Multiplayer game you will be asked how many players will be taking part. There can be a maximum of four players at any time.

After choosing the number of players you will then be presented with the Multiplayer options screen. Here you have the opportunity to customize your multiplayer game in several ways. These are:

Time Limit - Here you can choose the duration in time of the game. You can choose to turn the time limit OFF, or pick a time between 5 and 60 minutes. This will create an in-game timer. When this timer runs out the winner is the person with most kills.

Frag Count - Here you can choose the number of kills required to win the game. You can choose between 5 to 100 kills or OFF. In a deathmatch game the first player to reach the number of kills you have selected will be the winner.

You must select either a time limit OR frag limit. You can also select both a time and a frag limit -- if you do so the game will end when either the kill target is reached or the time limit runs out, whichever occurs first.

Radar - You have the choice here to turn the in-game radar on or off. With the radar on, a scanner point is displayed on screen for each other player, enabling you to follow the radar signal and track your opposition more easily.

2P Split - Here you can adjust which way the screen is split in two player games. You can choose to split the screen either horizontally or vertically.

3P Split - Here you can choose which way Player Three's screen is displayed in a three player game. If you select equal, Player Three's screen will take up an equal amount of space to the other players, and one quarter of the screen will be left blank. If you select full, the whole bottom half of the display will be used for Player Three's display.

Friendly Fire - Here you can turn friendly fire on or off. If you turn friendly fire OFF Duke cannot kill himself in any deathmatch game, or be killed by his teammates in Team Dukematch mode. With the option turned to ON Duke is injured by any weapons, regardless of who fires them.

Once you are happy with the game options select **play** to advance to the game type menu.

MULTIPLAYER GAME TYPES

From the game type menu you can choose one of four game types to play. These are:

Dukematch - This is the standard multiplayer game. Here the aim is to kill as many other players as possible. Each time you kill an opponent you will score one kill. If you accidentally kill yourself your kill count will be decreased by one. The winner is the person with the most kills when the timer runs out, or the first person to reach the frag limit.

Last Man Standing - In this mode the aim of the game is to be the last person left alive. All players have only one life. When they die they lose this life and are out of the game. The last person alive is the winner, regardless of how many kills they made. The Time Limit and Frag Limit are turned off for this mode.

King Of The Hill - This game mode is in many ways similar to the standard Dukematch game. The difference is that in this mode, at the start of the game the first person to make a kill becomes the king (they will look different to other players and on the radar). From this time if a player kills the king they receive five kill points instead of the normal one kill point, and become the king themselves. The previous king then becomes a standard player once again; there can only be one king at any one time. The winner is the person with the most kills when the timer runs out, or the first person to reach the frag limit.

Team Dukematch - This mode offers the opportunity for the players to join one of two teams - Red and Blue. You and your teammate then score kills against the other team. At the end of the game your scores are added together and the team with most kills wins.

After selecting your game mode you get the opportunity to select which level to play from the special multiplayer maps. You then have the choice of which character that you wish to play as. All players must choose a different character. Originally there are four possible characters to play, but as you progress through the game new characters will become available.

In Team Dukematch mode, after all players have selected their characters they then choose the team they wish to join, Red or Blue. Once you have made your selection the game will start. When the victory conditions have been met, on a level, each player's scores are displayed and the players move on to the next level.

LOAD GAME

Each time you finish a level of Duke Nukem Zero Hour, you have the opportunity to save your game onto a Controller Pak. A saved game records all the weapons and items that you are carrying, as well as your position in the game.

After you have selected a load game you will be taken to the level select screen. Here all the levels that you have played up to your save position are displayed. For each level that you have completed your ratings for that level will be displayed. This includes your time taken to complete that level, the number of monster kills that you made, the number of secrets and babies found, and your overall rating for that level.

From the level select screen you have the opportunity to select a level to play. If you choose to continue from where you saved the game, you will start at that position in the game, with all the weapons, items and health that you had when you saved the game.

Alternatively you can choose to play an individual level that you have already completed, in order to practice your gaming skills or improve that level's statistics. If you choose to do this, when you finish the level you will be returned to the level select screen and the level's statistics will be updated with the new scores. You will then have the opportunity to select a different level; you do not automatically progress to the next level in this mode.

OPTIONS

SFX Volume - Use this slide bar to adjust the sound effects volume or turn them off completely.

Music Volume - Use this slide bar to adjust the game music volume or turn it off completely.

Rumble Pak - This allows you to change the strength of the rumble produced by your Rumble Pak if you have one.

Graphics - If you have the N64 Expansion Pak inserted this option allows you to choose whether to play the game with normal, medium or high-resolution graphics. Playing the game in medium and high resolutions gives increased screen resolution, which displays even more detail than normal mode. If you don't have an Expansion Pak this option will default to normal resolution, and you will be unable to change it.

Player setup - This option allows all players to customize their individual game controls to match their personal preferences. If you choose to change the player's setup you will then be asked which player's controls you wish to customize. You can individually customize the controls for all the Controllers that are inserted into your N64. Once you select a Controller to edit you will be presented with three options:

Crosshair - Here you can change Duke's crosshair. You can choose between default, laser dot, crosshair, angle, brackets, tri-dot, X, nuke, circle or star. If you use the default option the crosshair will automatically change to the best crosshair for the weapon that Duke Nukem is carrying. You can also choose to turn the crosshair off altogether.

Autosaim - Here you can adjust the amount of autosaim that Duke Nukem's crosshair has in game. You can select from three levels of autosaim: low, medium or high. The higher your autosaim setting is, the more Duke Nukem's crosshair will automatically lock-on to and track his enemies.

Auto Center - You can choose to have Duke's crosshair return to a central position if you do not make any movements on the Controller for longer than five seconds. By default this option is turned off.

Control Configuration - This option gives the player the opportunity to change their control method to one that more suits their individual preferences. There are eight options: Duke, Atomic, Shaken, Stimmed, Nuke, Nitro, Golden and Diamond (described at the beginning of this manual).

IN GAME MENU

Once you have started a game, you can then call up the in-game menu at any time by pressing Start. You can then choose to access the options menu, restart the current level, or quit the game you are playing. You can return to the game in progress by selecting continue or pressing the Start button again.

SAVING GAMES SAVING TO CONTROLLER PAKS

You can only save your game after completing a level. You can save numerous games to the Controller Pak, and then load any of them when you wish to carry on playing where you left off. As well as saving your status in the game, this will also save your controller setup and any other options that you have chosen.

RUMBLE PAKS

Duke Nukem also supports Rumble Paks. You can swap between a Rumble Pak and a Controller Pak in a single Controller while playing the game. Simply follow the in-game prompts and swap your Rumble Pak and Controller Pak when instructed to do so.

PLAYER STATUS

During game play, the two status areas at the top, plus a single status area in the bottom left corner of the screen all display vital information.

The bottom left area shows your health. Your health starts at 100 and if it ever drops to 0 then you are dead. If your health level drops below 30 the health display will turn red as a warning.

The top left-hand area shows your inventory. The inventory shows which items you have collected and the status of the currently selected item, including whether it is active or not. Many items have a limited amount of use in them, which will also be displayed.

The top right hand area shows your selected weapon. It also shows the status of that weapon. The yellow ammunition display shows how many remaining rounds you have for the selected weapon. Some weapons, such as the Blasters, have to be reloaded after a specific number of rounds have been fired from the weapon. These weapons also have an orange ammunition display, which shows how many rounds that weapon has before it needs to be reloaded. Duke can also collect powered-up ammunition for some weapons, such as the Magnum rounds for the Peacemaker .45 Revolver. If powered-up ammunition is in use the weapon ammunition display is displayed in red.

In multiplayer games the information is displayed in a similar way. The only difference is that the bottom right hand corner of each player's screen displays the number of kills that player has made.

PLAYING THE GAME

The environment you must fight through contains many features:

DOORS

Most doors can be opened just by going up to them and pressing the Activate button (B by default). Some doors are locked; you will need to find a key before you can open them. Other doors will only open if you press a switch on a nearby wall. Some doors are locked and can't be opened.

LADDERS

Duke will often have to climb ladders to get from one area of a level to another. He needs both hands to climb, so Duke will put away any weapon he is holding before grabbing a ladder. To climb a ladder just run up to it and Duke will automatically grab hold of it. Then just push the move forward or backward buttons to climb up or down.

SMALL PASSAGEWAYS

In some places Duke will need to squeeze through small tunnels, holes in walls and even bar vents. To do this, run up to the hole and press the Activate button (B by default).

MOVING AREAS

While elevators are useful in getting from floor to floor, Duke will sometimes need to utilize other modes of transportation to get around. So keep an eye open for vehicles and machinery that Duke can use in difficult or hazardous areas. These can help Duke move more quickly and safely than on foot...but be careful, as these objects can often create hazards of their own.

TELEPORTERS

You can spot a teleporter by the blue glowing lights that they produce between floors and ceilings. Just jump in and you will be transported to a linked teleporter pad somewhere else on the level. Most teleporters are two-way, so you can travel back and forth easily.

HAZARDS

The world Duke lives in is dangerous: remote gun barrels, lava, toxic slime, fierce fires, exploding barrels, thundering piledrivers, tripwires, bear traps, poison darts, even nuclear waste all pose a threat to Duke's safety.

HEALTH SOURCES

To help Duke survive on his mission, there are a variety of ways he can heal the damage he may take. Medkits will provide useful boosts, and there are a variety of water sources that you can use to refresh yourself - although you may need to do a little damage to the scenery first. As you progress through the game, you will also find alien artifacts that the invaders use to keep their troops in fighting condition. Duke can turn these against the alien scourge by using them himself.

CRACKS

Look for cracks in walls. If you blow these up, you can access new areas of the level and even discover hidden secrets.

CAPTIVE BABES

As part of their evil schemes, the aliens are kidnapping earth babes. You must find these innocent victims and free them before it is too late. Simply go up to a captive and press the Activate key (F by default).

SECRETS

Each level is crammed with secrets for you to seek out. Look out for switches, touch plates, hidden doors, concealed tunnels, and destructible or one-way walls. A secret area may contain extra equipment to pick up, captive babes to rescue, or just more enemies to fight.

FINISHING A LEVEL

Most levels contain a glowing orange Nukem symbol. Running into this at any time will end the level, at which point you will be told how many enemies you killed, how many babes were rescued, and how many of the secrets you found. Other levels may end unexpectedly, so watch out!

DUKE'S WEAPONS

Duke Nukem can hold a wide variety of weapons in his arsenal. You start the game with only two - your M-80 Pulse Gun (or Blaster) and your bare fists. You can switch between these weapons by pressing the weapon select buttons (A + Control Stick Left and Right or Control Pad Left and Right as default). You will find many other weapons as you progress through the game, and each of these weapons can be recharged with ammo found scattered around the levels. Each weapon has its own type of ammo. For example, if you find Blaster cells, you cannot use them with the shotgun.

Two weapons - the Blaster and the Revolver - require reloading. The Blaster holds 14 shots in a clip, while the Revolver can hold only 6 shots. When empty, these guns will automatically reload (provided you have some ammunition left). This will take a moment, so be careful. If you want to make sure you always start a fight with a fully-loaded weapon, you can reload these guns at any time by pressing the Activate button (F by default).

A number of Duke's weapons have power-ups, usually in the form of specialized ammunition. For example, the .50 Sniper Rifle can be loaded with Armor Piercing rounds. If you find one of these power-ups, it will automatically be used in preference to the standard weapon, and your ammunition display will turn red to indicate this. Once the power-up is depleted, the weapon will revert to its standard form.

FISTS

If you run out of ammunition, or just want to deal out some man-to-alien justice, you can use Duke's fists to beat your opponent into submission. Duke's fists never run out of ammo, but if they're the only weapon you've got left to kill the alien hordes with, you're in big trouble. Unfortunately, as Duke needs both hands to swim he cannot punch underwater.

M-80 PULSE GUN (A.K.A. 'BLASTER')



Duke's standard weapon has been specially developed by the US Military for Special Forces use. Utilizing technology appropriated from the aliens, this is a semi-automatic particle pulse weapon, firing small but deadly energy blasts. Each shot consumes a coded pulse charge, and each clip contains 14 charges. Shots travel so fast they're almost invisible, but they leave small scorched craters where they impact. Range has little effect on the power of these shots. The M-80 has an emergency particle generator built-in, allowing it to slowly recharge single shots for emergency situations even when all other ammunition has been depleted. Since it takes a few seconds to generate a single shot, this mode is not recommended for combat use.

Ammunition: Blaster Cells

Power-up: If Duke can find a second Blaster he can use two at once for double the destruction.

PEACEKEEPER .45 REVOLVER



The classic cowboy's weapon, this is a long-barreled heavy-caliber revolver. It is a powerful weapon but needs to be reloaded after every six shots.

Ammunition: .45 Slugs

Power-ups: 'Sawm-stopper' Magnum rounds - these heavy-grain bullets pack a massive punch and are fired in preference to normal ammo once they're picked up. If Duke can find a second Revolver he can use two at once for twice the fun.

CLAW-12 SHOTGUN



The Close Assault Weapon is a pump-action 12-gauge combat shotgun, which needs to be reloaded after each shot but is devastating at close range, making this an ideal close-quarters weapon. At longer ranges, the effect of each shot is reduced dramatically.

Ammunition: Shotgun Shells

Power-ups: Auto-loader. This replaces the firing chamber and loading mechanism of the actual weapon. This power-up provides automatic reloading, increasing the rate of fire. However, this new device wears out quickly due to the stresses created by the increased rate of fire, and Duke will eventually return to his previous firing mechanism with its lower rate of fire.

SAWED-OFF SHOTGUN



A double-barreled 12-gauge shotgun with the barrels sawed off, this weapon has devastating stopping power at point-blank range. However, at longer ranges it becomes virtually useless. It has to be reloaded after every shot.

Ammunition: Shotgun shells

LEVER ACTION .30-30 RIFLE



Another classic cowboy's weapon, this is a lever-action rifle with a long range and considerable stopping power. It needs to be reloaded after each shot, but the rapid lever-action allows a reasonable rate of fire.

Ammunition: Rifle bullets

MP-10 SMG



A compact 10mm submachine gun, this gives Duke the capability to pump bullets into one target at a horrendous rate, or mow down whole rooms full of bad guys. Extended clips mean the weapon does not need to be reloaded.

Ammunition: SMG clips

Power-ups: Finding a second MP-10 allows Duke to fire both at once, doubling his rate of fire.

GATLING GUN



A powerful multiple-barreled weapon operated by a hand-turned rotary crank and fed with ammunition belts. The weapon is slow compared to modern machine guns, but the heavy bullets do a lot of damage.

Ammunition: Gatling gun bullets

AGL-9 GRENADE LAUNCHER



A rotary-feed, semi-automatic grenade launcher. This fires single grenades which can nocket off walls before detonation. They will explode either on contact with an enemy, or after a set amount of time.

Ammunition: Grenades

RADIUM CYANIDE LAUNCHER



A modification of the AGL-9 grenade launcher, this launcher fires grenades carrying poisonous gas rather than explosive charges. The grenade will detonate a set time after firing, spewing out clouds of highly toxic fumes. These clouds will eventually fade away, but before they do the only way to enter the area safely is by wearing a gas mask. Be careful though, because some monsters such as the zombies are unaffected by gas - after all, you can't gas the undead!

Ammunition: Radium cyanide grenades

PIPEBOMB



Homemade explosives which are thrown by hand, and then detonated by remote control. Pipebombs are detonated after they have been thrown by pressing the **Activate** button (B by default).

DYNAMITE



Simply a stick of dynamite with a short time delay fuse. Light it, throw it and run the other way!

BOMB



This is a cannonball-shaped high explosive, once again on a short time delay fuse. Light and throw it at the oncoming alien hordes.

ALIEN FREEZE-THROWER



A bizarre alien weapon which freezes anything it hits. Once frozen, the intense cold causes the target to shatter into icy shreds.

Ammunition: Cryogenic crystals

ALIEN GAMMA CANNON



This bulky laser weapon utilizes strange alien crystalline technology to deliver searing laser blasts. Pulling the trigger on this weapon results in a barrage of reflective laser bolts, spraying fire over a wide area. Even the high-capacity power pack fitted cannot sustain this rate of fire for long, but while working it is a fearsome weapon.

Ammunition: Gamma crystals

VOLTAIC PROJECTOR (A.K.A. VOLT CANNON)



Inspired by the work of several Victorian scientists, and eager to fight the bizarre creatures now stalking the streets of London, a brilliant inventor has produced the Volt Cannon. A bulky and noisy weapon, it harnesses a large number of Voltaic Cells to create large voltages which can be discharged at enemies, frying them in a barrage of raw electrical power.

Ammunition: Volt Box

HAVOC MULTILAUNCHER



A cluster of mini-missile tubes fitted with the latest in smart targeting technology and a convenient carrying handle. The Multi-Launcher fires small missiles with armor-piercing explosive warheads, each one capable of destroying all but the toughest opponents. Each trigger pull unleashes three mini-missiles, and the targeting system automatically guides these for optimum results. Faced with a number of enemies, the mini-missiles spread out to hit as many targets as possible, while all three projectiles will be targeted as one against a single opponent.

Ammunition: Multi-launcher rockets

Power-ups: Heat-seeking missiles. These are fired in preference to normal missiles, and actively change course to follow moving targets. Those with high heat profiles such as vehicles and large enemies will be especially vulnerable.

CTX-2000 TRIPBOMB



A powerful anti-personnel charge Duke deploys on walls. The CTX-2000 creates a laser tripwire directly in front of itself, and detonates when anything breaks the laser beam.

Power-ups: Magnetite Tripbombs. This larger tripbomb uses a beam of electricity as the tripwire. Any target crossing this beam is zapped by a high voltage charge before the explosive detonates.

50 SNIPER RIFLE



The 50 Sniper Rifle is a long-range, high-precision weapon. It is used by the elite forces of the military. It is a very powerful weapon that can take down even the most heavily armored enemies. It is a very accurate weapon that can hit targets from a distance of over a mile. It is a very expensive weapon that is not used by the general public. It is a very rare weapon that is only used by the elite forces of the military. It is a very powerful weapon that can take down even the most heavily armored enemies. It is a very accurate weapon that can hit targets from a distance of over a mile. It is a very expensive weapon that is not used by the general public. It is a very rare weapon that is only used by the elite forces of the military.

Ammunition: 50 Rifle rounds

Power-ups: 50 Rifle rounds. When the standard 50 round will kill more.

When you pick up a 50 Rifle round, you will receive a power-up that will increase your health by 50 points. This power-up is only available if you have a 50 Rifle round in your inventory.

BMF THUNDERSTRIKE



The BMF Thunderstrike is a heavy-duty, armored vehicle. It is used by the elite forces of the military. It is a very powerful vehicle that can take down even the most heavily armored enemies. It is a very accurate vehicle that can hit targets from a distance of over a mile. It is a very expensive vehicle that is not used by the general public. It is a very rare vehicle that is only used by the elite forces of the military.

Ammunition: 100 Rifle rounds

ITEMS

You can pick up items in the game simply by walking over them. If you are unable to pick up an item it is because you cannot currently use it. For example, you cannot pick up a Medkit if you already have 100 health. Items come in two parts. Power-ups and knowledge items.

POWER-UPS

Power-ups are items that you can pick up in the game. They are used to increase your health, armor, and other stats.



SMALL MEDIKIT

Small Medkit gives you 25 health units. It is a very useful item that you should always have in your inventory.



LARGE MEDIKIT

Large Medkit gives an instant boost of 30 health units, but will not raise your health over 100.



ATOMIC HEALTH

Atomic Health gives you 100 health units. It is a very powerful item that you should always have in your inventory.



ARMOR BOILER PLATE

Armor Boiler Plate provides protection against attacks by absorbing some of the damage. Check on your armor status in the inventory.

INVENTORY ITEMS

Inventory items are items that you can pick up in the game. They are used to increase your health, armor, and other stats. You can pick up items in the game simply by walking over them. If you are unable to pick up an item it is because you cannot currently use it. For example, you cannot pick up a Medkit if you already have 100 health. Items come in two parts. Power-ups and knowledge items.



PORTABLE MEDIKIT DOCTOR'S BAG

Portable Medkit gives you 25 health units. It is a very useful item that you should always have in your inventory.



VITAMIN X

Vitamin X gives you 100 health units. It is a very powerful item that you should always have in your inventory.



NIGHT VISION GOGGLES

Look brighter. The goggles have a limited lifespan, but can be turned on and off. Sunny (this time).



SCUBA GEAR / DIVING HELMET

in the helmet or scuba tank runs out when Duke is under water, he will start taking damage.



PROTECTIVE BOOTS

They have a limited lifespan, however, and will eventually stop protecting Duke. They must be



GAS MASK

after being collected

TACTICAL ASSESSMENT COMPUTER SYSTEM (TACS)

1. The first step is to identify the problem. This involves understanding the situation and the goals that need to be achieved.

And it will also tell you how many level. By pressing the B button you can see the number of levels.

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You can estimate and describe the effect of a treatment on a continuous outcome by using the following steps:

ENEMIES

Don't worry if you're not a professional. During the game, fortunately, you will be able to ask the other players for help as you progress further into the game.

LIZARD ENFORCERS

[illegible]

ENFORCER CAPTAINS

[illegible]

BATTLE ENFORCERS

[illegible]

ENFORCER SNIPERS



Figure 1. The effect of the concentration of the Fe^{2+} solution on the rate of the reaction of Fe^{2+} with H_2O_2 in the presence of Fe^{3+} at $[\text{H}_2\text{O}_2] = 0.001 \text{ M}$, $[\text{Fe}^{3+}] = 0.001 \text{ M}$, $[\text{Fe}^{2+}] = 0.001 \text{ M}$, $[\text{H}^+] = 0.01 \text{ M}$, $T = 25^\circ\text{C}$.

GRUNTS

Grunts are the most common of the many alien races that inhabit the planet of Earth. They are small, green, pig-like creatures with a single eye and a single ear. They are known for their loyalty and their ability to follow orders. They are the most numerous of the alien races, and they are the most common enemy of the humans. They are found in every corner of the planet, and they are the most common enemy of the humans. They are the most numerous of the alien races, and they are the most common enemy of the humans. They are found in every corner of the planet, and they are the most common enemy of the humans.

PIGGRS



Formerly proud officers of the NYPD, these are now dangerous opponents to any human resistance. They still wear their ragged uniforms and protective body armor, which makes them more difficult to kill.

PIGGRS



Grunts equipped with police riot gear, these brutes wear heavy armor and helmets. They are dangerous, but the Piggy Grunt now has the advantage of being able to use their own weapons.

PIGGRS



Scourge of blizzards and road warriors, these Grunts are tough and vicious. Their bodies are toughened by exposure to the harsh environment, and their weapons are sawed off double-barreled shotguns.

WAR PIGS



The warlord leaders of the Grunt army are the biggest and meanest of the Apocalyptic Grunts. They steal their weapons and body armor from the soldiers they kill, and like to load their grenade launchers with live grenades.

SAVAGE GRUNTS



These are the most powerful of the Grunt army, and they are the most dangerous. They are the most powerful of the Grunt army, and they are the most dangerous. They are the most powerful of the Grunt army, and they are the most dangerous.

COYBOY GRUNTS



These are the most powerful of the Grunt army, and they are the most dangerous. They are the most powerful of the Grunt army, and they are the most dangerous. They are the most powerful of the Grunt army, and they are the most dangerous.

SOLDIER GRUNTS



These are the most powerful of the Grunt army, and they are the most dangerous. They are the most powerful of the Grunt army, and they are the most dangerous. They are the most powerful of the Grunt army, and they are the most dangerous.

CAPITALIST PIGS



These are the most powerful of the Grunt army, and they are the most dangerous. They are the most powerful of the Grunt army, and they are the most dangerous. They are the most powerful of the Grunt army, and they are the most dangerous.

APOCALYPSE ZOMBIES



The most powerful of all the zombies, the Apocalypse Zombie is a massive, muscular creature with a dark, textured skin. It is the most powerful of all the zombies, and it is the most dangerous. It is the most powerful of all the zombies, and it is the most dangerous. It is the most powerful of all the zombies, and it is the most dangerous.

PLAGUE ZOMBIES



These zombies are the most dangerous of all. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous.

PARAPSYCHE



These zombies are the most dangerous of all. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous.

BROODINGS



These zombies are the most dangerous of all. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous.

BROOD MOTHER



The most powerful of all the zombies, the Brood Mother is a massive, muscular creature with a dark, textured skin. It is the most powerful of all the zombies, and it is the most dangerous. It is the most powerful of all the zombies, and it is the most dangerous. It is the most powerful of all the zombies, and it is the most dangerous.

SPORE EGGS



These eggs are the most dangerous of all. They are the most powerful of all the eggs, and they are the most dangerous. They are the most powerful of all the eggs, and they are the most dangerous. They are the most powerful of all the eggs, and they are the most dangerous.

CHIMERA



These zombies are the most dangerous of all. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous.

VENOM GUNSHIP



These zombies are the most dangerous of all. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous. They are the most powerful of all the zombies, and they are the most dangerous.

FANG DROMER



The Fang Bomber is a small, agile drone that can fly at high speeds and is capable of firing a powerful flame. It is often used to attack enemy ships and structures.

SENTRY DRONES



Sentry Drones are small, agile drones that can fly at high speeds and are capable of firing a powerful flame. They are often used to attack enemy ships and structures.

AQUA DRONES



Aqua Drones are small, agile drones that can fly at high speeds and are capable of firing a powerful flame. They are often used to attack enemy ships and structures.

EXTERMINATION DRONES



Extermination Drones are small, agile drones that can fly at high speeds and are capable of firing a powerful flame. They are often used to attack enemy ships and structures.

SENTRY GUNS



Sentry Guns are small, agile guns that can fire at high speeds and are capable of firing a powerful flame. They are often used to attack enemy ships and structures.

CERBERUS TURRETS



Cerberus Turrets are small, agile turrets that can fire at high speeds and are capable of firing a powerful flame. They are often used to attack enemy ships and structures.

GORGON TURRETS



Gorgon Turrets are small, agile turrets that can fire at high speeds and are capable of firing a powerful flame. They are often used to attack enemy ships and structures.

CHEAT MENU

The Cheat Menu is a feature that allows you to activate various cheats in the game. It is located in the top right corner of the screen.

Activating a cheat will add it to the Cheat Menu. You can then activate any of the cheats that you have activated by clicking on the cheat name in the Cheat Menu.

There are many different cheats available in the game, and you can find out more about them by clicking on the Cheat Menu.

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NOTES

[illegible]

NOTES

This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

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and texture maps.

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